A close-up photograph of Mike Tyson's face, framed by a white and red hooded sweatshirt. He has a serious, intense expression. The background is a blurred, light-colored surface.

EA  
SPORTS™

# FIGHT NIGHT ROUND 2



EmuMovies

## **WARNING: READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- ◆ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional rest break during extended play.
- ◆ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).

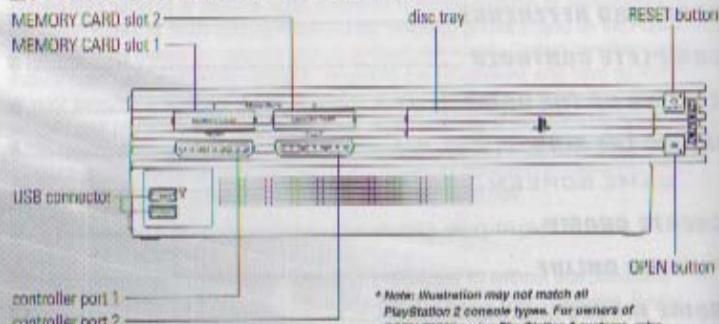
## **CONTENTS**

<b>STARTING THE GAME .....</b>	<b>2</b>
<b>COMMAND REFERENCE .....</b>	<b>3</b>
<b>COMPLETE CONTROLS .....</b>	<b>3</b>
<b>SETTING UP THE GAME .....</b>	<b>5</b>
<b>INSIDE THE RING .....</b>	<b>5</b>
GAME SCREEN .....	5
<b>CREATE CHAMP .....</b>	<b>6</b>
<b>PLAYING ONLINE .....</b>	<b>7</b>
<b>GAME MODES .....</b>	<b>10</b>
CAREER MODE .....	10
HARD HITS .....	11
MY GYM .....	11
<b>MY CORNER .....</b>	<b>11</b>
<b>FIGHTING TIPS .....</b>	<b>12</b>
<b>LIMITED 90-DAY WARRANTY .....</b>	<b>13</b>

Check out EA SPORTS™ online at [www.easports.com](http://www.easports.com).

## STARTING THE GAME

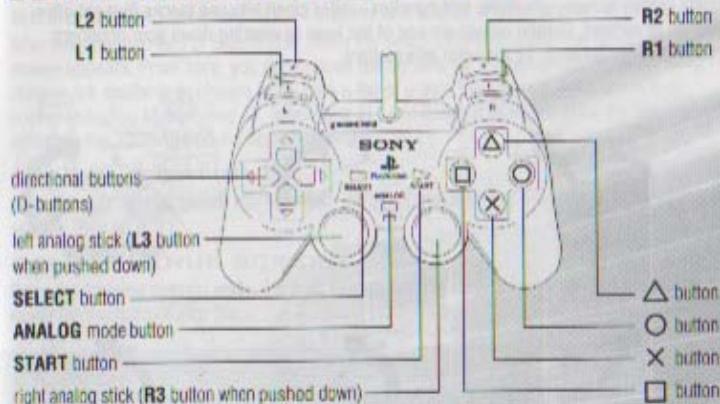
### PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the EA SPORTS™ Fight Night Round 2 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

## COMMAND REFERENCE

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

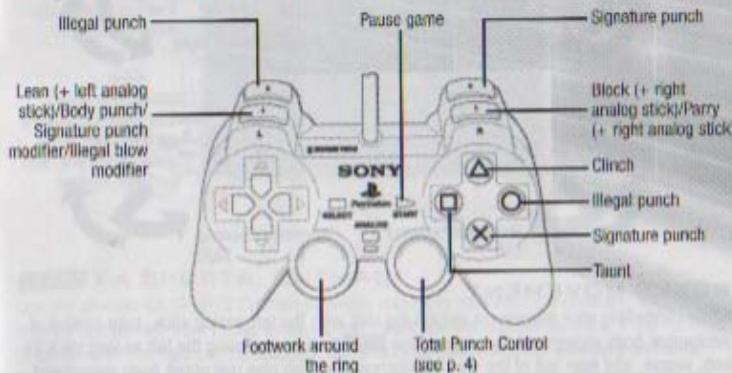


### MENU CONTROLS

Highlight menu items	D-button ↓
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	✖ button
Return to previous screen	△ button

## COMPLETE CONTROLS

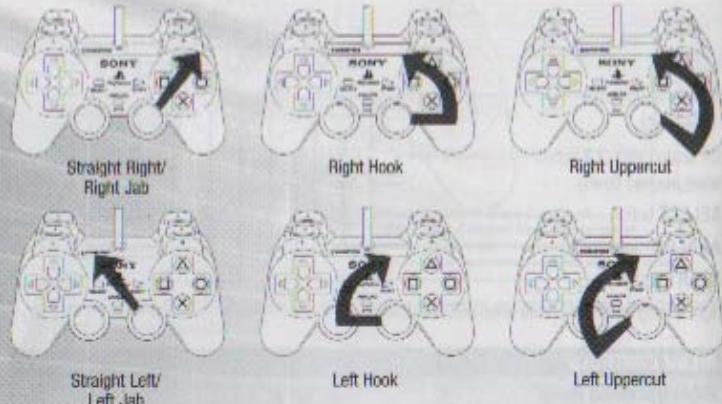
Block and punch on the move using EA SPORTS™ Fight Night Round 2's revolutionary analog control system, then end the fight with a one-punch knockout.



**NOTE:** For Controller Configurations 3 through 6, click the right analog stick twice to taunt your opponent.

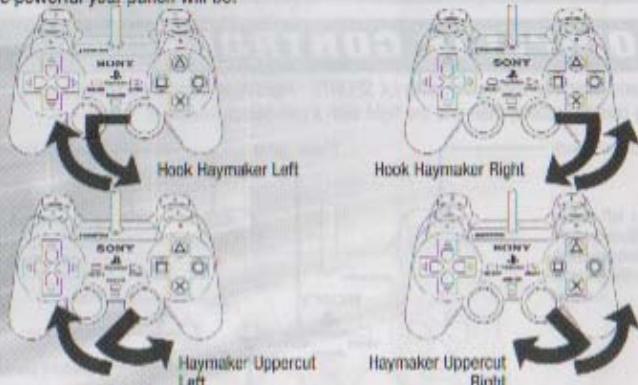
## TOTAL PUNCH CONTROL

Take complete control of every punch with Total Punch Control. By using the right analog stick, you can intuitively mimic the motion of a boxer's fists to throw any type of punch from any angle in any combination. With the Fast Combo System, you'll be able to get off quick combo moves—multiple, fast punches—after clean hits and blocks (but not after misses or parries). Combo moves are one of the keys to wearing down your opponent (see Fighting Tips on p. 12 for more information).



## NEW EA SPORTS® HAYMAKER

Go for the ultimate knockout. With the EA SPORTS Haymaker you're always one punch away from flooring your opponent. The further you crank back on the right analog stick, the more powerful your punch will be.



## BOXER MOVEMENT

While controlling your movement around the ring with the left analog stick, take control of your upper body movement by pressing the **L1** button and using the left analog stick to bob, weave, and lean out of the way of punches. You can also use upper body movement to set up and counter attacks. To block or parry incoming punches, press the **R1** button + the right analog stick.

## SETTING UP THE GAME

Before you fight your way up the rankings in Career mode, get a feel for the ring in Play Now mode.

### SELECT CORNER SCREEN/SELECT BOXER SCREEN

After selecting the Red or Blue corner (from the Select Corner screen), the Select Boxer screen appears. From here, you can choose the fighters for the upcoming fight. Six weight classes are available to choose from, plus a list of greats from the past and present of boxing including Muhammad Ali, Roy Jones Jr., and Bernard Hopkins. After the fighters are selected, the Training Options screen appears.

### TRAINING OPTIONS

Increase your ratings before the fight with a training session. For more information, see *My Gym* on p. 11.

### SELECT VENUE SCREEN

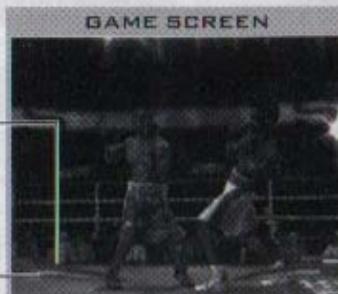
Once the training session ends, it's time to step into the ring. Select your venue and get ready for the fight of your life.

### EA SPORTS® EXTRAS

Before lacing up the gloves, be sure to check out the Training Videos to help you get that extra edge before the big fight.

## INSIDE THE RING

Take full control of the fight in the ring and, for the first time, between rounds as well.



Health meter—the damage your fighter can take before he'll be knocked down

Energy meter—the amount of energy your boxer has left in the tank (low energy leads to weak punches)

Haymaker meter—shows how much power is behind each swing (the less the meter is filled, the more power there is in your punch)

## NEW EA SPORTS® CUTMAN

Use the all-new EA SPORTS Cutman between rounds to minimize the damage. Nagging injuries can persist from round-to-round and haunt you throughout the fight. If the damage is too severe, the fight can be stopped. So be sure to address heavy swelling and cuts around the eyes.

## EA SPORTS CUTMAN (CONT.)

While sitting in your corner you have 30 seconds to repair any damage sustained in the previous round. Using your cutman's bucket of tools, add pressure anywhere on your boxer's face by using the analog sticks until the damage meter reads zero. Tap the left analog stick diagonally in the direction of the area you want to heal. Move the right analog stick to apply the tool with a slow arching motion to match the moving highlight. If you're in bad shape, you may not have enough time to reduce every area so be sure to address the hardest hit areas first. To switch between cuts and swelling, press the **O** button or the **X** button. You can also press the **O** button to skip the process—the CPU auto-heals your boxer's damage before the next round begins.

## KNOCKDOWNS

When a fighter gets knocked down, the referee begins a 10 count. To pick yourself up from the canvas you must align the targets to clear your vision. Move the analog sticks to line up both images in the center to get your fighter to pick himself up off the canvas.

## PENALTIES/STOPPAGES

Watch the low blows and illegal punches. If caught, you'll get away with a warning the first time and then penalized one point off your score in the round for each following infraction caught by the ref. Rack up too many penalties and the ref will disqualify you. Fights can also be stopped by the ref or a corner due to damage, resulting in a TKO. When the 3-knockdown rule is in effect, a TKO results from getting knocked down three times in a single round.

## END OF FIGHT

If the fight goes the distance without a knockout, the judges tally the final scores and the winner is announced. After seeing the judges' cards, the Fight Totals screen appears, displaying the final punch totals for the bout.

## PAUSE MENU

Press the **PS** button during gameplay to access the Pause menu. From here, you can change your options, review fight stats, watch replays, or throw in the towel (quit).

## CREATE CHAMP

Create a fighter who looks like you with the new analog body and facial sculpting controls and see if you can become boxing's greatest champion. After a boxer is created, you can fight with him in any game mode except My Gym. If you wish to improve your boxer's attributes, you can only do so by training your boxer before each fight.

**NOTE:** Boxers created in non-career Create Champ mode can't be used in Career mode.

## PROFILE MANAGER SCREEN

Before you can create a fighter, you must create a User Profile. User Profiles, saved to a memory card (8MB) (for PlayStation®2), track all game data and stats for your created boxer's career. You can load and create additional profiles from the Profile Manager screen.

## NEW BOXER

From head shape and body physique to tattoos and clothing—you can customize just about anyone and throw him in the ring.

### Info

Using the onscreen keyboard, personalize your fighter with a first and last name. You also select a weight class, nickname, hometown, and a boxing stance from here as well.

### Physique

Craft your boxer's fighting style, along with his skin tone and height.

### Build

Begin to sculpt body specifics by using the analog sticks to adjust muscle and fat.

### Head Shape

Dig into the details by adjusting the shape of your head, ears, eyes, mouth, and more. Each movement on the analog sticks allows you to sculpt part of your boxer's head. The highlighted area shows what part of the head is being adjusted; you can move the highlight to other parts of the head.

### Head Features

After the facial features are designed, add style and characteristics to your boxer's head by selecting hair styles and other personal features.

### Accessories

Jazz up your fighter with boxing gear including shorts and boots. Although there are plenty of options to choose from, most accessories have to be unlocked while fighting in Career mode.

### Ratings

Add to your boxing ratings to get an extra edge in the ring. In Career mode, you have a limited amount of rating points to work with (but you can earn more with training sessions).

## PLAYING ONLINE

Take on the greatest fighters from coast-to-coast.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT [www.easports.com](http://www.easports.com). YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com).

This software uses "DWAIS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCE"). "DWAIS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system rules, and game usage and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DWAIS" servers. SCEA shall not be liable for any delay or failure of the "DWAIS" servers to connect. If you receive a message during login identifying a "DWAIS" authentication error, please contact SCEA Consumer Services at 1-866-416-5333. For additional information concerning "DWAIS", visit [www.us.playstation.com/DWAIS](http://www.us.playstation.com/DWAIS). In the event of a system incompatibility with CHAS, the sole liability of SCE, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, content, or peripherals in the option of SCEA, SCEA, its parents, affiliates, or licensees. SCEA shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

A network adapter (Ethernet or USB) for PlayStation®2 and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into Memory Card slot 1 are required to play EA SPORTS Fight Night Round 2 online. EA SPORTS Fight Night Round 2 is compatible with Your Network Configuration file created from other PlayStation®2 online games. You can use the Network Adapter slot 1 disc that came with your network adapter (Ethernet or USB) (for PlayStation®2) or the Network Configuration file in this game to create a network configuration. Your Network Configuration file req. free 8MB or less space on the memory card (8MB) (for PlayStation®2).

## ONLINE GAMEPLAY

In order to play EA SPORTS Fight Night Round 2 online, you must select Your Network Configuration file or create a new one by following the on-screen instructions. Next, create a new EA Account. If you already have an EA Account saved on a memory card, it appears automatically.

After you're logged into the EA SPORTS Fight Night Round 2 Server Login screen, create an EA SPORTS Persona (you can have up to four EA SPORTS Personas). Change or create new Persona names from the Persona Names screen.

## PLAYING ONLINE (CONT.)

**NOTE:** Your Network Configuration file and the EA Login will only be read off of the memory card in MEMORY CARD slot 1.

**NOTE:** If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/fightnight-reg> to register, then return to EA SPORTS Fight Night Round 2 and select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

### PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658, 3659, 6000, 6001 (peer-to-peer connection); 21500-21599 (VOIP).

### WELCOME TO EA SPORTS FIGHT NIGHT ROUND 2 ONLINE (LOBBY)

Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

**NOTE:** The game's timeout function may be different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

### ENTER/CREATE ROOM

Cycle through the game rooms and select the one you want to enter. You can also select CREATE ROOM and host a game of your own.

### CHEATING PREVENTION

The following rules are applied to online fights to prevent cheating:

- ❖ Fights can be ranked or unranked.
- ❖ A user is charged with a loss and a disconnect for exiting a ranked game before it is finished.
- ❖ Users are penalized for delaying games.

### PLAYER OPTIONS

Highlight a player's name and press the button to bring up the player options. From here you can challenge, send or read a private message, block or unblock, add or remove that player to or from your EA Messenger, or provide feedback about the user.

### PLAYER CONNECTIONS

A Connection Bar is displayed next to a player's name in a Lobby room. Green indicates a good connection; yellow, a medium connection; and red, a poor connection.

**NOTE:** If the Connection Bar is green, ping is less than 150 milliseconds. Yellow = ping is less than 350 milliseconds. Red = ping greater than 350 milliseconds.

### EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

- ❖ A green microphone icon means a headset is detected on the other user's machine (whether ON/OFF). A red microphone icon means your headset is turned OFF or muted.

**NOTE:** EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

**NOTE:** During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

**NOTE:** EA SPORTS Fight Night Round 2 supports a USB keyboard for typing messages while online only.

### EA SPORTS™ MEDALLION

The EA SPORTS Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and you will be notified you have been disconnected and to press the button to sign in again.

### EA™ MESSENGER

Keep track of your friends, challenge, chat, and offer feedback with the EA Messenger.

### TO SEARCH/ADD A FRIEND:

Press the button to open the EA Messenger and then press the button again to search for a friend. To add a friend, highlight his name and press the button to bring up the player options, then select ADD TO EA MESSENGER. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA Messenger.

### TO INITIATE A CHALLENGE OR CHAT:

Highlight your friend's name and press the button in either the EA Messenger or in one of the chat rooms. You can only challenge or voice chat with one other player at a time. Press the button to mute your friend during voice chat.

### SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the button and then choose SEND MESSAGE. To send one message to multiple friends in your EA Messenger, highlight the friends and press the D-button to flag them. Then press the button on any flagged friend and send a Group Message to all selected friends.

### BLOCKING/FEEDBACK

You can block any player from corresponding with you in any way. You're also able to leave feedback—positive or negative—for any player. Please note that abusing the feedback system can result in action against your account.

## GAME MODES

### CAREER MODE

Take a created boxer or rebuild a boxing legend and see if they have what it takes to become the champion of champions.

**NOTE:** Before you begin Career mode you'll need to create a User Profile in order to track your progress. For more information on profiles, along with information on creating a boxer, see p. 6.

**NOTE:** Boxers are forced to retire at the age of 65.

#### CHOOSING A CAREER

When you first begin your boxing career, you have the option to start out in the amateur class or to turn pro. Either way, you'll have little-to-no experience.

Amateur fights give you the much needed experience—but little cash—needed to improve as a boxer. You can fight at this level for a few bouts, or until you have captured the Amateur Belt. You can unlock items in the Fight Store along the way.

Jumping straight to the professional ranks gets you closer to the big fights, but with a bigger risk—at first. Once you decide to turn Pro, the lower-ranked opponents will be looking for you to make a name for themselves. Your goal is to improve your fighter's rankings by racking up victories. After a few wins, the venues get bigger and the purse size begins to increase. With a little luck and a lot of skill, you'll earn enough to buy some accessories from the Fight Store.

#### SCHEDULE

Manage your career by choosing and scheduling fights. Depending on your win-loss record and ranking, you can choose from a variety of opponents. Pick your opponent wisely by checking out potential match-ups and purse totals because who you fight affects your chance to win a title. There are also special events that occur during your pro career. These events are unranked but earn you more cash.

#### NEW FIGHT PREP

At the professional level you have the option to hire an experienced trainer and cutman specialist before each fight. You can also purchase music, lighting effects, and even an entourage for your grand entrance into a venue to help provide rating boosts. What you can afford all depends on the money in your account.

#### NEW GO TRAIN

After scheduling a fight, you have the opportunity to improve your ratings in training camp. Depending on the size and ratings of your next opponent, you can focus on certain areas. For more information, see *My Gym* on p. 11.

#### RANKINGS

The top 50 professional boxers in your weight class are listed here. You can view win-loss records and number of KOs on their resume. Rankings are not available in amateur mode.

#### TROPHY CASE

View all your awards and see the championship belts you've won.

#### FIGHT STORE

Use your earnings to buy new ring wear like trunks and gloves. You can also add signature punches, taunts, and tattoos to your boxer. Some of the items in the store must be unlocked before they are available for purchase.

## HARD HITS

Swing away in this arcade-like mode where the rules are simple—knock your opponent on the canvas as many times as you can. Trading punches in 15 untimed rounds, your goal is to win more rounds than your opponent. A knockdown wins the round and the boxer with the most knockdowns at end of the fight wins the match. You can also unload a nasty EA SPORTS Haymaker and end the bout with a KO.

## MY GYM

Get an extra edge before the fight with a training session. By participating in these mini-games you can increase your boxer's ratings including power, speed, stamina, and more. After your training session is complete, you'll see instant results.

#### Focus Training

Choose a specific training game to help increase your ratings and alter your physique for the next bout. You can warm up and practice your techniques with a Sparring session, increase your speed on the Combo Dummy, increase speed and power by hitting the Heavy Bag, or increase power by Weight Lifting.

#### Quick Training

Set your training aggressiveness, skip the workout, and get instant results.

#### Skip Training

Skip the training period altogether and head straight to the ring.

**NOTE:** Sparring is available in Career mode (as an amateur) and My Gym.

**NOTE:** Boxer attributes can not be increased in My Gym training.

## MY CORNER

**NOTE:** With the exception of Saving and Loading, all other game options and settings (including Record Book and EA TRAX) listed in the My Corner screens have been omitted from this game manual. Please follow the on-screen navigation menus for instructions.

#### SAVING AND LOADING

You can save or load profiles, game settings, created boxers, and your Career mode progress.

When Auto-Save is set to OFF:

- ❖ You will need to manually save your created boxers, career info, and controller settings via Save Profile. After a Profile is saved, it can be loaded or deleted from the Profile Manager screen.
- ❖ You must select Save Settings to manually save high scores (Record Book), unlocked items and venues, and game settings. Deleting a settings file will erase all unlocked items that have been saved in the file.

**NOTE:** A memory card (8MB) (for PlayStation®2) is required to save progress.

**NOTE:** Never insert or remove a memory card when loading or saving files.

**NOTE:** EA SPORTS Fight Night Round 2 supports MEMORY CARD slot 1 for saving and loading data.

## FIGHTING TIPS

- ❖ Total Punch Control: To throw faster combos, arc the right analog stick back and forth, then left and right (instead of returning it to center). Be sure to hit your opponent, or it will throw off your balance and cause you to take longer to recover.
- ❖ If your opponent is outmaneuvering you, go to the stomach to slow him down.
- ❖ Get that guard up! Defense is just as important as offense—just throwing punches will not win you the fight.
- ❖ Use the EA SPORTS Haymaker wisely. Overuse will tire you out allowing your opponent to come back strong.
- ❖ You must master the EA SPORTS Cutman to avoid a TKO. Reduce swelling and bleeding to avoid taking excessive damage from punches. Remain calm and go to work.
- ❖ Your current energy level affects how powerful your punch is. If you find yourself getting tired, focus on defense and pick your punches so you can rest.
- ❖ Show no mercy. If your opponent falls to the mat, keep up the punches! The more hits you get in as he falls down makes it harder for him to get up.
- ❖ Counterpunches are more damaging because your opponent is not ready for them. You can counter off a successful block, lean, or parry. Mastering the EA SPORTS Haymaker counterpunch, best performed after you parry your opponent, makes you nearly unstoppable.
- ❖ Mix up your punches to confuse your opponent. If your opponent knows your punching habits, it can lead to more parried blows than your head can handle.
- ❖ The more powerful the punch, the longer it takes to recover if you are parried. If your EA SPORTS Haymaker gets parried, get ready for some pain.
- ❖ Leaning, blocking, parrying, and movement are all part of your defensive arsenal. Use all forms of defense to be successful.
- ❖ Patience is more important than power. It is sometimes best to wait for your opponent to make the first move, sucker him in, and counter.
- ❖ Mastering the Training Games is the key to maximizing your ratings in Career mode. By the time you reach your mid-30s, boxing will have taken a toll on your body. Your ratings will start to decrease slowly—even with continued exceptional performance in training games.



## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software programme are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service centre, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mismanagement or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages on the above limitations under certain circumstances may not apply to you in such jurisdictions. The Electronic Arts liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, the 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mismanagement or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (850) 628-1900

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty  
P.O. Box 9025  
Redwood City, CA 94083-9025

## NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94083-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (850) 628-1322. No hints or codes are available from (850) 628-4322.

### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support  
P.O. Box 9025  
Redwood City, CA 94083-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:

Electronic Arts Pty. Ltd.  
P.O. Box 432  
Southport QLD 4215, Australia

In the United Kingdom, contact:

Electronic Arts Ltd.  
P.O. Box 101  
Chertsey, KT16 0YL, UK  
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 800 281 600 (05 cents per min.) CIS / days a week 10 AM - 8 PM. If you are under 18 years of age parental consent required.

Package Cover Illustration: EA Chicago

RSA BSAFE® SSL C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNA" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, extraction, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see [www.us.playstation.com/DNA](http://www.us.playstation.com/DNA).

© 2005 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

### PROOF OF PURCHASE

EA SPORTS Fight Night Round 2

1489505



0 14633 14895 4